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-OXM

5 OUT OF 5
-MAXIM

Unreal CHAMPIONSHIP 2

THE LIANDRI CONFLICT

AVAILABLE NOW!

MIDWAY



Blood and Gore
Intense Violence
Strong Language

ONLY ON
XBOX



XBOX
LIVE



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XBOX

NARC



MIDWAY

WARNING

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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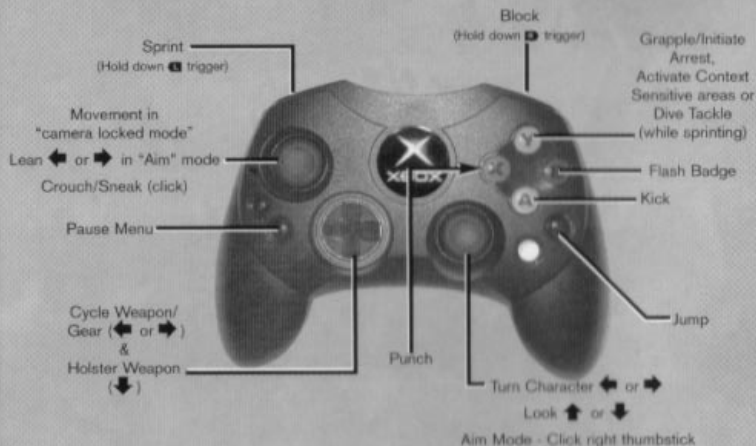
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CONTROLS

UNARMED MODE

In **UNARMED** mode the controls are "camera relative". This means the character will move in the direction you push the left thumbstick. You can also use the right thumbstick to move the camera around, rotating it left or right and tilting it up and down.



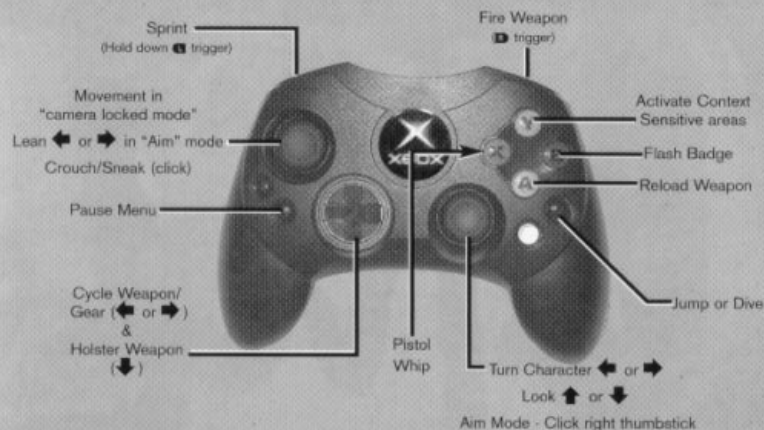
MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

CONTROLS

ARMED MODE

In **ARMED** mode the camera locks behind the character to allow you to keep enemies in sight. The left thumbstick now moves the character forwards, backwards, strafe left, and strafe right, while the right thumbstick turns the character left or right and looks up or down.



QUITTING A GAME IN PROGRESS

During the game, press the **Y** button to display the Pause Menu. Press the D-pad **↓** to select **QUIT**, then press the **A** button. To confirm exiting the game, press the **A** button again. To return to the game, press the **Y** button.

CONTROLS



UNARMED COMBAT

While in UNARMED mode, you can fight hand-to-hand with criminals, thugs, or anyone else. You can also arrest anyone on the street.

HAND-TO-HAND COMBAT CONTROLS

PUNCHING & PUNCHING COMBOS - **X** button (repeat for Combos)

KICKING & KICKING COMBOS - **A** button (repeat for Combos)

UPPERCUT - Click left thumbstick + **X** button

LEG-SWEEP - Click left thumbstick + **A** button

STRADDLE - **Y** button while suspect is prone

GET OFF A DOWNED SUSPECT/RELEASE GRAPPLE - **B** button

SMACK A DOWNED SUSPECT - **X** button while straddling

PUMMEL A DOWNED SUSPECT - **A** button while straddling

CONTROLS



ARREST PROCEDURE CONTROLS

INITIATE ARREST - **Y** button

FILL ARREST METER - Repeatedly press the **Y** button

PULL STRUGGLING SUSPECT TO CENTER - Move the left thumbstick in the opposite direction the suspect has moved (note the arrows)

SMACK SUSPECT - **X** button

KNEE SUSPECT - **A** button

THROW SUSPECT - Hold the left thumbstick in any direction + the **B** button

CUFF SUSPECT - Once the Arrest Meter is filled, press the **A** button when the meter swings into the white "sweet spot"

DISARM SUSPECT - If a suspect is holding a weapon, use the left thumbstick in any direction and press the **B** button

NOTE: For more information on Arrests, see THE ARREST PROCEDURE, pg. 11.

MISCELLANEOUS CONTROLS

CLIMBING LADDERS - **Y** button when in front of a ladder.

LADDER SLIDE - **L** trigger when on a ladder.

SKIP LOGOS/FMV - Press the **►** button

SKIP POP-UP PDA DIALOG SECTIONS - Press **A** button

NOTE: For more gameplay information, see ON THE STREETS, pgs. 12-15s.

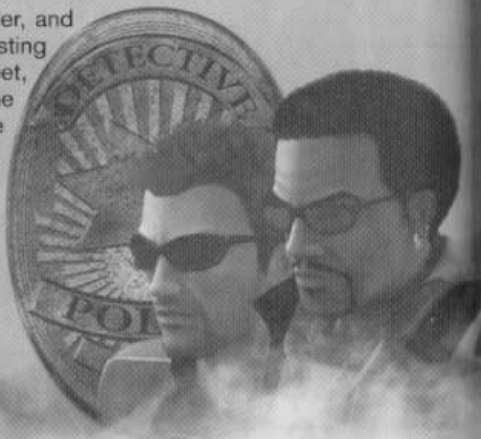
THE STORY

JACK FORZENSKI is a man with a past... a bad past. As an undercover cop on Rockland PD's Narco squad, Jack got in too deep and became an addict. Kicked off the force, Jack endured months of rehab and counseling and has recently been reinstated to the force. This trick was pulled off with much string-pulling by Rockland PD's captain, **JOE KOWALSKI**, who just happens to be Jack's step-uncle.

MARCUS HILL works for the D.E.A. but his past involves Jack too. They used to be one of Rockland's star teams, busting more perps than the rest of the units put together. Once Jack became addicted, Marcus quit, not respecting Jack for his weakness.

A strong influx of drug trafficking has invaded Rockland and Marcus has returned to his former city tracking a mysterious new drug that is taking over the streets. Marcus and Jack are together again, and both are none too happy about it. Jack has never forgiven Marcus for his lack of support and Marcus still views Jack as a non-disciplined screw-up.

EDDIE JACKSON is a drug-dealer, and he and his gang are caught in a sting operation. Trapped in the street, Eddie is surrounded by cops. One panicked shot by a cop and Eddie is wasted by a rain of bullets. But with his life ebbing away, Jackson injects himself with a syringe and unbelievably he stands up, eyes glowing, and guns down half the police force...



THE CHARACTERS

JACK FORZENSKI

Jack had a rough childhood. With a junkie father and an absent mother, he went to live with his aunt and uncle, Lisa and Joe Kowalski. Jack graduated near the top of his class from the academy, received his POST certificate and joined the NYPD. After serving six years as a beat cop, he managed to get a transfer to Kowalski's precinct and joined the narcotics division. It was there he got in too deep and became an addict. Uncle Joe pulled some strings to send him through rehab and put him on probation. He's back on the force, but now needs to prove himself.



MARCUS HILL



Marcus Hill was born in Chicago, the son of a fireman and a night-duty nurse. He was raised in a deeply religious household amongst three older brothers and a younger sister and brought up with working class values. He was a born athlete, excelling at basketball, football and track, which eventually earned him a football scholarship that took him to a university in upstate New York. After a criminal justice class led to some interest in an FBI position at Quantico, Marcus applied with New York's finest and was working the streets a few months later. He hooked up with Jack Forzenski and busted tons of criminals. Marcus returns to Rockland in his new position as DEA Agent, but he's unhappy about a reunion with the man that almost ruined his career.

CAPT. JOE KOWALSKI

Joe Kowalski is a lifetime cop. His dad was a cop, and his grandfather was in security. Little Jack came to live with them at a young age, determined to leave his old life behind. A no-nonsense, hard-nosed cop, as captain he has the respect, love, hate, and fear of his men.



AGENT DANIELS



Frances Daniels is the head of the NARC organization, an international task force trying to fight the War on Drugs. At once friendly, professional, and coolly distant, Frances Daniels is hunting Sebastian Kale (a.k.a. Mr. Big), the head of the K.R.A.K. crime syndicate.



MAIN MENU

NEW GAME

If you've yet to play and save a game, select this option to start a **NEW** game.

LOAD GAME

If you've played and saved a game in progress, you can load it using this option. You'll view saved games on the hard disk. Select the saved game you want to open, and press the **A** button.



OPTIONS MENU

While playing the game, press the **Options** button to view the Options Menu. Within the menu, press the D-pad **Up** and **Down** to highlight an option, then press the **A** button to select and activate an option. Once selected, press the D-pad **Left** and **Right** to make adjustments. Press the **Y** button to back out of a selected menu.

MISSION

The Mission option reviews your mission objectives and allows you to scroll through the map using the left and right thumbsticks. Map icons are described as well. Select **ABORT** if you'd like to quit your current mission.

SAVE/LOAD

Use this option to **SAVE** a game in progress or **LOAD** a saved game. Once selected, you'll have access to the hard disk. Highlight the saved game you want to play, then press the **A** button to select it.



STATS

You can view your current game **STATS**. Select the Stats window with the **A** button and scroll the Stats with the left thumbstick.

OPTIONS

Audio - Make volume adjustments to the games **EFFECTS** and **MUSIC**. You can also choose from **MONO** or **STEREO**.

CONTROLS - Choose to turn Vibration **ON** or **OFF**. You can also select **INVERT CAM** to invert the game's default vertical camera.

THE HUD



1. The **BADGE METER/REP RATING** is an indication of how you're currently playing the game...as a good cop or bad cop. As you do "good" or "bad" things, an image of your badge will appear on the upper-left portion of the screen, with a number that starts at 100 and goes down or up depending on your deeds. The lower the number, the more your character becomes a renegade cop. As the number gets very low, civilians and criminals may stop respecting your badge when you flash it. Also, cops on the beat will try and arrest you and if you're really bad, they'll come after you hard! Your Badge Rating can be increased by making legitimate busts and turning evidence in to the police station.

2. The **ADDICTION METER** displays the drug to which you're currently addicted. When the bar to the right of the icon becomes full, you'll experience withdrawals. You can take the drug again to avoid the withdrawals or you can fight it. For more information on **ADDICTION**, see pg. 12.

3. Your **HEALTH METER** displays your current health situation. When the bar is depleted, you're goin' down.

4. Every time you fight with a suspect, your **SUPER BUST METER** will fill up a little bit. When this completely fills up, you can perform a Super Bust. This allows you to bust a suspect without a struggle. Press the **A** button and **X** button simultaneously when the meter fills up.

5. **THE ARREST METER** appears when you start to grapple with someone. To find out more about arresting people, see **ARREST PROCEDURE**, pg. 11.

6. This icon displays the **INVENTORY** object you're currently using. Press the D-pad **Left** or **Right** to cycle your inventory, then pull the **R** trigger to use it.

7. As you move through the environments, this **MAP** displays your current location, as well as the location of things necessary to complete mission objectives.

ON THE STREETS

AIMING

While in normal "3rd-person" mode, the aiming reticule will automatically "snap" onto a nearby target, allowing easier targeting during combat. If you want more precision control, click the right thumbstick and the character will enter "aim" mode where he will be locked in place and the right thumbstick will aim the reticule. Also, in this mode, the left thumbstick will lean the character right or left. Click the right thumbstick again to return to 3rd person mode.

THE ARREST PROCEDURE

To arrest a suspect, approach him (with weapon put away) and press the **Y** button. This initiates a struggle, and the arrest meter will appear. The object is to press the **Y** button fast enough to fill the meter with blue.



NOTE:

1. The tougher the criminal, the more speedily the **Y** button needs to be pressed to fill the meter.
2. If you've taken the time to "soften up" the suspect by beating him up a little first, his arrest meter will be partially red – meaning you don't have to fill the red and the meter will swing slower.
3. If a criminal tries to break free during this struggle, an arrow will appear telling you which direction to press the left thumbstick. This directional movement will help keep the criminal centered in the grapple hold.

Once the meter is filled, the suspect is tired and you have one chance to throw handcuffs on them before they recover. The meter will reset and start filling up again quickly. Press the **A** button when the meter is in the white "sweet spot" to complete the arrest.

If a suspect has been knocked out or has surrendered (by raising hands if badge is flashed) they will be arrested as soon as you press the **Y** button.

(**ARREST PROCEDURE** controls can be viewed on page 6.)

CRIMES

There are many crimes occurring on the mean streets of the city. As you witness them, you can choose to do something about it or not. How you choose to deal with a crime is up to you, but how you deal with it may affect your badge rating (see **BADGE METER**, pg. 11).

ON THE STREETS

BEING BUSTED DOWN AND BEING PROMOTED

Once your badge rating falls below a certain point you will be busted down to beat cop. Your character will now appear in a normal police officer's uniform, and you will no longer be allowed to begin any missions.

In order to get yourself back on the NARC squad you will be required to bust criminals, and deposit evidence. As you do these "good" things you will be rewarded with badge points. Once your badge rating reaches 70 you will be promoted, and return to your normal character outfit. At this time you will also be able to resume missions.

On the other hand, if you choose to continue down the bad path, you will eventually be busted off of the police force completely. If this occurs your character will appear in tattered junkie clothes, and you will lose all police privileges.

COLLECTING AND DEPOSITING THE EVIDENCE

As you bust criminals, they'll drop any drugs or cash that they're carrying. To collect it, step over it. The evidence will go into your inventory and stay there until you decide what to do with it. The right thing to do is turn it in to the **EVIDENCE DEPOSIT BOX** at the police station. When standing in front of the **DEPOSIT BOX**, choose an item in your inventory and press the **Y** button to open the box. Every time you press **Y** button, some evidence will be deposited and your **BADGE METER** will increase.



CARD/DICE GAME

Scattered around the city are some card games and dice games for your gambling pleasure. If you see a guy standing behind a barrel with a board on it, walk up to him with some cash in your hand and press the **Y** button. Once you've had your fun, bust him if you like!

WEAPONS VAN

Items for missions can be picked up at the police yard. However, if your **BADGE RATING** is too low, you will not be permitted entry. In that case, just track down the neighborhood Weapons Van. Just walk up to the grey truck and press the **Y** button. You can then buy whatever you need.

HIDDEN DRUG STASHES

There are 25 hidden drug stashes throughout each of USA and Asia. If you find all 25 stashes in USA, the classic NARC Arcade Game is unlocked and can be played from the Main Menu. If you find all 25 stashes in Asia, a bonus mission is unlocked.

NARC CRIMES

- Assault w/ firearm
- Breakdancer
- Car Jacker
- Drug deal
- Drunk
- Graffiti artist
- Hooker
- Jumper
- Junkie
- Preacher
- Purse snatching
- Smash and grab

**CASH**

Cash is a nice thing to have when you're unable to get weapons at the Police Station. You can use it to purchase weapons or do a little gambling on the street.

**GAMBLING**

Spread throughout the cities are two gambling mini-games:

3-CARD MONTE

Bet \$100 and follow the queen. The more you win, the faster the cards will shuffle. Win too much and the guy will close down.

DICE

Bet on the odds of a particular type of roll coming up.

ADDICTION

SELLING DRUGS – Press the D-pad \leftarrow or \rightarrow to select a drug. Walk up to any civilian and press the \odot button. They may or may not accept, and once in awhile, they may be an undercover cop!

TAKING DRUGS – Press the D-pad \leftarrow or \rightarrow to select a drug then pull the **R** trigger to take the drug.

Some drugs are more addictive than others, although you will eventually become addicted to any drug if you use it enough.

For example, if you use crack twice you will begin to become addicted. Once your addiction starts you will notice a crack icon appear on the lower left edge of your screen. There will be a meter next to the icon which will start to fill. You can temporarily cool your addiction by taking more of the same drug, but this only offers a temporary respite, and next time your meter will fill up quicker. Eventually you will need to fight your addiction.

FIGHTING THE ADDICTION – Once your meter completely fills the world will freeze, your controller will vibrate and you'll see your character beginning to fight his addiction. A meter will then appear at your feet. Use the right thumbstick to keep the arrow in the green area. If you allow the arrow to enter the red your character will black out, and you will begin in another area of the city with a lower badge rating, and no inventory. If you successfully fight the addiction your character will now be clean.

If a player is unable to beat the addiction mechanic 3 times in a row, they will receive a message saying "cold turkey." This means that you have gone through enough, and will now no longer be addicted to this drug.

INTERNAL AFFAIRS

- Each character will be busted from **NARC SQUAD** to **BEAT COP** when the badge rating falls to 49. They will be further busted to **JOBLESS** when the badge rating falls to 24.
- To climb back to **BEAT COP** level, you must raise the badge rating to 35. To be re-instated to the **NARC SQUAD**, the player must raise the badge rating to 70.

NOTE: You cannot access any story or side missions while you are a **BEAT COP** or **JOBLESS**.

- When you're **JOBLESS**, cops will attack if you perform any crime in view of a cop (selling drugs, taking drugs, causing violence to any AI, firing a weapon, etc.). When your badge rating falls below 15, any cops that spot you will chase and try to arrest you. When the badge rating falls below 5, the game will spawn cops to arrest or shoot you.

DRUGS

POT

Slows you and the world down, but aiming speed remains normal, allowing you to seem to react faster.



ECSTASY

While on Ecstasy, enemies do not attack. Enemies will start attacking after the drug wears off or if you begin to attack them.



SPEED

This makes you faster than the rest of the world. You can run, fight, shoot, etc. faster than normal.



QUAALUDES (PURPLE)

'Ludes pause the world and transition you into a first-person view. This allows you to stop the action, look around and zoom in and out to get a tactical view of the situation.



LSD

Civilians grow devil heads (bad guys) or jester heads (innocents) that allow you to identify bad guy from innocent civilians.



CRACK

This makes you a "crack" shot. All shots fired are one-shot kills.



LIQUID SOUL

This makes you super-strong. Punches do more damage and kicks will kick heads clean off. However, it makes all civilians look like bad guys.



PROTODONE

This drug will cure you of any addiction you have.



THE WEAPONS

Weapons are found within your inventory. Press the D-pad or to cycle available weapons on your inventory.



Fists



Revolver



Pistol



Silenced Pistol



Machine Pistol



Assault Rifle



Sniper Rifle



Shotgun



Heavy Gun



Gatling Gun



Flame Thrower



Grenade Launcher
(explosive or smoke)



Rocket Launcher



Surveillance Camera



Shotgun Microphone

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HENRY DITTMAN as Buyer, American Jumper, Civilian, Thug & Cop
ANDRE SOGLIUSO as Jose the Hook, Cop & Thug; **ANDREA METTY** as Civilian
MICHAEL BELL as Supplier, Thug, Cop, Jumper #2 & Bum
FRED TATIASCIORRE as Fish, Weapons Dealer, Thug, Civilian, Eddie Jackson & Cop
DREW MASSEY as Cop, Thug & Civilian; **STUART ROBINSON** as Cop, Thug & Civilian
CHRIS SMITH as Cop, Thug & Civilian, Junkie; **MICHELLE TOMLINSON** as Civilian
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DANA LEE as Fake Inspector Lau, Ambassador Shing & Crime Lord
KIM MAI Guest as Lucy Chen & Civilian; **GEORGE CHEUNG** as Uncle Liu, Bum & Cop
RON YUAN as Fat Henchman, Civilian & Asian Cop
HANS CHO as Concierge, Thug & Craps Dealer; **ARCHIE KAO** as Thug, Monk & Bum
PETER KWONG as Monk, Thug, Civilian, Cop & Fat Henchman #2
JACK ONG as Civilian, Thug, Monty Dealer; **ELIZABETH PAN** as Civilian & Hooker
JIM LAU as Thug, Civilian, Cop & Fat Henchman #1; **ELIZABETH SUNG** as Civilian
JAMES SIE as Monk, Cop & Civilian; **GWENDOLYN YEO** as Civilian & Hooker

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MUSIC CREDITS

"The Bottle"

Written and performed by Gil Scott-Heron
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 Published by Brouhaha Music

"Step On"

Written by John Kongos and Chris Demetriou
 Performed by Happy Mondays
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"White Lines (Don't Don't Do It)"

Written by Sylvia Robinson and Melvin Glover
 Performed by Grandmaster Melle Mel & Sugarhill Gang
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 Published by Sugar Hill Publishing and Liquid Liquid Publishing

"Pusherman"

Written and performed by Curtis Mayfield
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"Freddie's Dead"

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"That Smell"

Written by Ronnie Van Zant and Allen Collins
 Performed by Lynyrd Skynyrd
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 Performed by DMX
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Written by Hugh Alan Cornwell, Brian Duffy, David Greenfield and Jean Jacques Burnel
 Performed by The Stranglers
 Courtesy of Epic Records
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"Smoke Two Joints"

Written by Chris Kay and Michael Kay
 Performed by The Toyce
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"Hits From the Bong"

Written by John Hurley, Ronnie Wilkins, Larry Muggerud and Louis Freese
 Performed by Cypress Hill
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"Break the Law"

Performed by Tony Gunz -n- Swift
 Written by Adam Cherrington, Anthony Dash and Aaron Latroy Jenkins
 Produced by Adam "Wyshmaster" Cherrington

"Darker Side"

Performed by Gravity
 Written by Adam Cherrington and A. Barravecchio
 Produced by Adam "Wyshmaster" Cherrington

"Dopeman 2004"

Performed by Kenny Knox and Rofetti
 Written by Adam Cherrington and Kenny Knox and Rory Owens
 Produced by Adam "Wyshmaster" Cherrington

"Heard He Narcin"

Performed by Point Game
 Written by Nathan Murphree and Brandon Ranard Burns
 Produced by Sho-Down

"N.A.R.C."

Performed by Jelly Joe
 Written by Adam Cherrington and Joe Young
 Produced by Adam "Wyshmaster" Cherrington

"NARC Anthem"

Performed by Kenny Knox
 Written by Adam Cherrington and Kenny Knox
 Produced by Adam "Wyshmaster" Cherrington

"South Block"

Performed by Camden
 Written by Adam Cherrington and Lester Woods
 Produced by Adam "Wyshmaster" Cherrington

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